What is claimed is:

1. A method for allocating real-time audio data from N audio channels in a system having a first processor and a second processor, the method comprising the steps of:

providing P memory banks, each memory bank being accessible to the first and second processors; and

storing P subsets of said audio data in P memory banks, respectively, P subsets corresponding to P different groups of audio channels.

2. The method of claim 1, prior to the step of storing, further comprises a step of selecting said memory banks for access by one of the first and second processors.

3. The method of claim 1 wherein P is equal to two.

4. The method of claim 3 wherein one subset of said audio data corresponds to even-numbered audio channels and one other subset of said audio data corresponds to odd-numbered audio channels.

5. A system having first and second buses for processing real-time audio data from N audio channels, the system comprising:

a first processor and a second processor coupled to said first and second buses, respectively; and

P memory banks coupled to said first and second buses for storing said audio data, said P memory banks being accessible to said first and second processors, said P memory banks storing P subsets of said audio data, respectively, said P subsets corresponding to P different groups of audio channels.

Sub B4

6. The system of claim 5 further comprises P selectors coupled said first and second buses to select said memory banks for access by one of said first and second processors.

7. The system of claim 6 wherein P selectors include P address multiplexers and P data transceivers.

sub D6

8. The system of claim 5 wherein one subset of said audio data corresponds to even-numbered audio channels and one other subset of said audio data corresponds to odd-numbered audio channels.

Sub B5

9. The system of claims 5, wherein the P memory banks include dynamic random access memories.

add A4